



Attack Defender (Sniper), Page 9

- Roll to determine area attacked
- Roll to determine which counter is attacked
- Roll to attack defender (four dice)
- If attack roll is successful, defender is removed from the game

Suppress Defender (Mortar), Page 10

- Roll to determine area suppressed
- Roll to determine which combat position is suppressed
- Roll to suppress combat position (four dice)
- If suppression roll is successful, place a Disrupted token on each counter in combat position

Attack Building (Artillery Cards), Page 11

- · Roll to determine area attacked
- Roll to attack area (number of dice rolled is depicted on card)
- If attack roll is equal or higher that area's current defense, lower defense by 1
- If area already had a defense of 3 and attack roll was equal or higher than 3, every counter in area gets a Disrupted token

Bomb Stalingrad (Junkers Ju87), Page 12

- Number of Ju 87s in attack is depicted on card
- Use anti-aircraft tokens (each token gives two dice); for each roll of 4 or higher, a Ju 87 is removed
- Each remaining Ju 87 rolls three dice to determine location bombed (place Disrupted token)

Place Wehrmacht Counter (Infantry and Armor Cards), Page 13

- Roll to determine where counter is placed
- Decided whether to suppress (if possible)
- Advance Wehrmacht counters if necessary

Assault (Assault), Page 15

- **Infantry:** roll to determine which counter is suppressed for each area; add the suppress values for all infantry in the area and complete Suppress Defender action
- Armor: Add the attack values for all armor in the area and complete Attack Building action

Special Cards (Resupply and Storm Group), Pages 17 and 18

- Resupply: Spend one Food token for every five counters in Pavlov's House
 - Extra counters are removed from the game
- **Storm Group:** Place Storm Group card on board.
 - Used in conjunction with Storm Group action from Soviet Card (p 18)





